



TIME INNOVATION

Revolutionize the concept of “TIME”

WHITE PAPER Ver. 1.5

-English- 2019/03/27

1 FOREWORDS

We are now made to decide how we should live with an innovative technology as Blockchain.

The concept of the Blockchain technology was disclosed by Satoshi Nakamoto, which allows management of information through Distributed Ledger without having own server, and, in theory, the data recorded will not be retroacted by time from repeated information of record; block.

In other words, there is now a common understanding that one can prove incidents in the past without retrograding time. We found this highly potential. It was a common understanding that the concept of time was equal to everyone, accumulation of time was an era, and building up of the eras was history.

Nowadays, people look back to the past from looking up the records such as photos and videos for reflection and live to achieve the plan they have. It is as though living without presence of time, even though the concept of time is always there inseparable and passes by every moment.

What is the economic effect that can be created from this very moment? If we can turn this very moment into something valuable, we can compensate the economic loss incurred because the time is a limited asset to all that can make people's life wealthier. This concept urged us to create a slogan "Innovation to Time" and invented our company name.

As soon as the Beacon technology was publicized, I started developing its resolution and I was awarded by Microsoft for my expertise and skills as one of the experts of the Beacon resolution. I am confident that the platform of Time Innovation will be a culmination of the Beacon resolution that I have poured my souls and sprits into. Not many people appreciate the fact that time called now is important as we are now living in a generation of electronic information that the record can be kept almost permanently unlike papers. It is our strong belief that it is our task as people who were born in this generation to let the people know the value called time.

There is a concept called "Butterfly Effect". This concept states that flapping of butterfly changes the movement of wind that even changes the weather. I hereby declare that our small activities will make the people's life wealthier, and it is our mission to spread the good news of our philosophy as an Innovator of Time so that more people will appreciate importance of this very moment.

Time Innovation CEO
Yuki Sawada

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member

2 OPERATION SUMMARIES

2-1. Operation Summaries

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member

The globally-expanding Time Innovation visualizes time using Beacon and the smart phone app, develops the service converting into value, and builds up unique economic zone called “Time” by applying the Blockchain technology.

Nowadays, you can accumulate the mile every time you fly. This mileage system is the point that added new value into the distance. It reduced the loss that the airlines incurred from their short distance sectors because more people chose to fly instead of trains, as the accumulated miles can be exchanged to international and domestic flights. As more people are flying, more airports were built. People’s method of transport and lifestyle changed because of this mileage system. An example of trade in the Time Economic Zone is the provision of the point to the customers for their time spent at each affiliated shop.

Customers will provide an affiliated shop with their time (=value), and the affiliated shop will have opportunity to provide the customers with marketing and advertisement efforts. Currently, a sharing economy is booming, however, it is based on the time traded on an individual basis. The charm of this service is that it applies existing business into the framework of a sharing economy. It is a value adding service on the time that the customers spent in the form of the ChronoPoint, by providing the ChronoPoint to the customers for their time lining up or having a meal for example. This accumulated ChronoPoint can be exchanged with products or used at another shop. The location of an escalator in a department store, for example, is strategically located so that the customers to remain in the store longer and stimulates visual effect to purchase for more, which may bring more sales. Lining up by the customers, from the shop’s perspective, is a good marketing effect. It will be a win-win situation if the customers can gain the ChronoPoint by lining up at a shop. Expansion of the Time Economic Zone will bring more people and, as a result, it will stimulate the economy.

In the tourism industry, it will provide opportunity to attract more people sustainably for revitalization of local economy and as an assistance to reconstruction of disaster hit areas, for one of the social contributions. Formation of the Time Economic Zone will permit acquisition of the customers’ movement and marketing data. The business model is an unprecedented service in visualizing the time into value through provision of the customers movement information of the Time Economic Zone to the affiliated companies, installing Beacon at the affiliated shops, increasing profit from retailing of the ChronoPoint, increasing the affiliates from installation of the app to the customers’ smart phones for the user registration.

2-2. Business Model Implementation Plan

The key of implementation and success of our Time Economic Zone concept is applicability to different business field. Affinity is especially high as converting time into value. For example, it is now commonly known there is a point system at a theme park only usable at this theme park. By closely collaborating with wide range of business operations with our platform, our customers movement information is utilized for maneuvering the people to where we want to attract to by providing a suggestion basis service. And as we expand the Time Economic Zone, more places will be available for providing the services. From this complementarity is achieved. The following is the example.



Food service industry

In the food service industry, provide the service on the time that the customer spent. For instance, there is a restaurant that always the customers line up for an hour. The customers care to line up to have a good meal. While it is nothing new for this restaurant that the customers always line up, the customers' satisfaction will increase if they can receive the points for their time they waste for lining up because their time will now have value. The affiliated company, from giving the points to the customers lining up, adds value to the customers' time. This will give more competitiveness in this severely competitive industry.



Transport industry

In the transport industry, the competitiveness can be increased by providing the points to the customers' time spent on taxi, hired car etc.



Department stores and Shopping malls

It is expected that department stores and shopping malls will have a big business opportunity from this service. As stated above, many retailing outlets are designed for the customers to stay longer by locating the escalator strategically. The longer the time the customers spend, the more time to shop around, thus, increased shopping intent may be expected. If there is a service that the customer can receive a cup of complementary coffee voucher for staying 30 minutes more, there would be some customers actually buy some food to have with a cup of complimentary coffee, and it will increase profit of the shop. If just staying in a shop gives a customer some points, time of this customer is not wasted even if this customer has no intension to buying anything in a particular day, and this will prompt the customer to visit again. From the shop's perspective, this service will be a branding to attract more people.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 **Business model**
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member



Entertainment industry

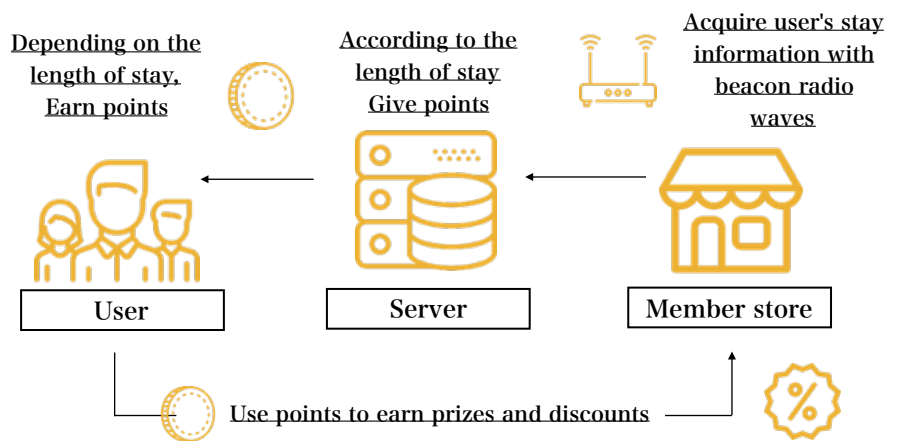
Entertainment industry, such as publicly run horse, boat, bicycle racings, etc, may fall into the IR industry currently, however, its economic scale is reducing because the number of the clients are decreasing. In order to change this negative trend, it will be aimed to have actually playing these to deepen understanding and increase the number of clients will be important. Also, to assist disseminating Japanese culture-oriented casino advertisement and expansion of the industry from venturing into IR industry such as casino. In the tourism industry, penetrating into the in-bound market, as Japan now puts serious efforts to increasing international visitors prior to the 2020 Tokyo Olympics.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

2-3. System Summaries

Firstly, the affiliated shop will ask the customers to install the shop app into their smart phones (tablets).

The customers, then, to link up with the shop app using such function as QR code and/or FeliCa to consume the points, for example, receiving discounts, and services. The system will allow the affiliated shop to get the visiting customers' information by receiving the Beacon signal, linking up the app and Beacon, the visiting customers' information is sent to the server, the users to receive the points, control the set-up like increasing points shop by shop, and manage them on the cloud and Blockchain.



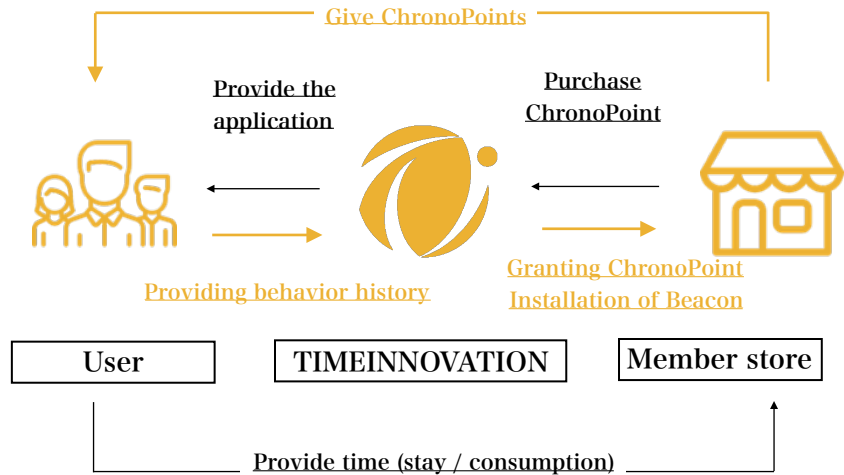
2-4. Operation Scheme

We will create an economic zone and trade in a closed environment as an initial stage in this modern world where the Fintech has changed its outlook. The user is to install the app for individual registration and the chain of the individuals will be a key for formation of the network, as stated at the above chapter.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme**
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

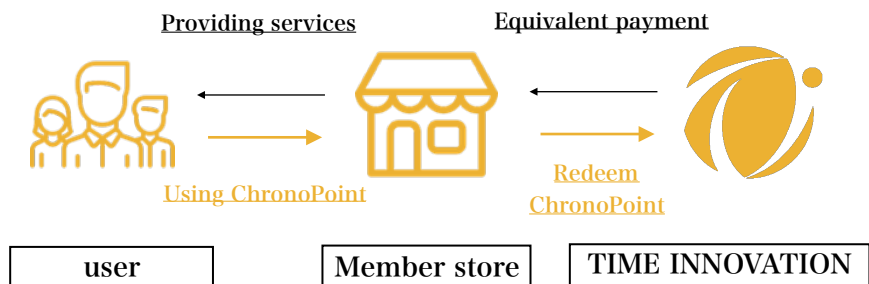
By joining up the companies that endorse the concept of the Time Economic Zone, they will be tasked to collect information of the people's movement and provide the services for attracting the customers to aim for increased economic effects. We will analyze the collected movement information and plan to provide a suggestion-basis services after distinguished by the AI in the future. The following diagram explains how our time is visualized and utilized as business operation.

◆ Flow of point assignment from introduction



The affiliated shops purchase the ChronoPoint, which are provided to users and the Beacon will be installed by those affiliated shops. The users, who have installed the smartphone app by the time they visit those affiliated shops, can get the ChronoPoint by staying at the shops. The smartphone records one's actions, delivering a statistic record of a market information.

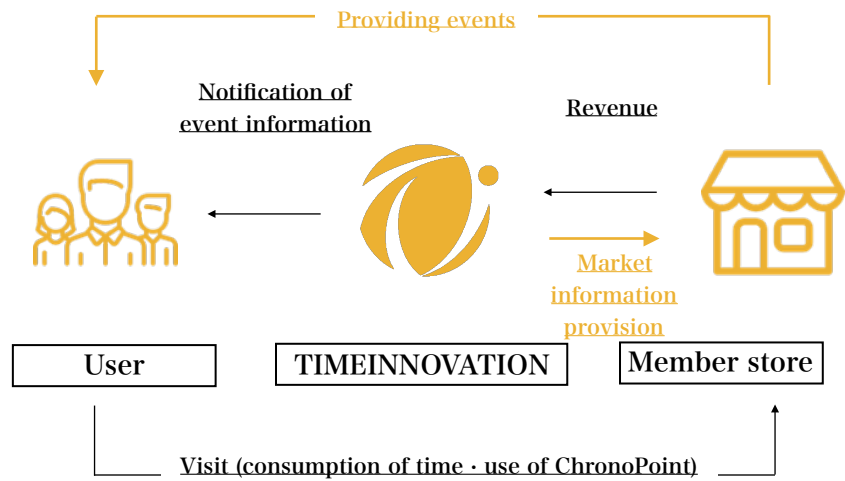
◆ Flow of Point Use



The users can use the ChronoPoint at the affiliated shops once it is accumulated at the storage of each smartphone. The users can also receive some coupons for discount or free services of some sort from those shops and enjoy various services, which in the end is a highly attractive service itself. At the same time, the shops can convert their ChronoPoint, that they obtain from their service users, into Time Innovation.

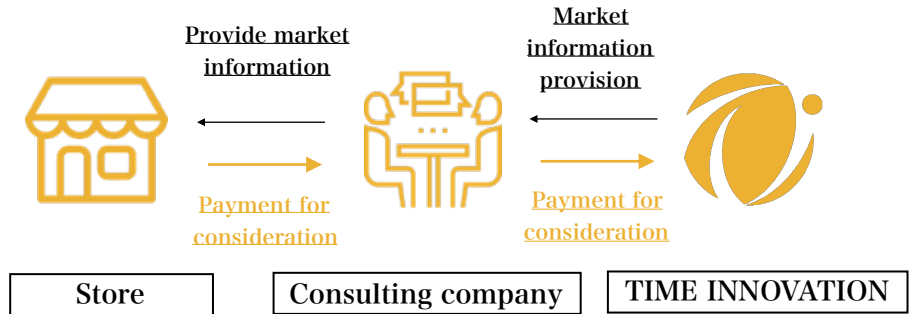
- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 **Business scheme**
 - 2-5 **Revenue model at ChronoPoint**
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

◆ Provision of events by member companies



The shops release the event information to the users' smartphone app and induce them to visit their shops again. The smartphone app collects the records of users' actions for the affiliated shops. Time Innovation earns revenues from the information. Based on that information, they can strategically plan some practical campaigns such as a Double ChronoPoint Campaign specifically targeted during the time when least customers usually visit the shops.

◆ Cooperation with consulting company



As smartphone becomes more and more commonly used, the records of users' actions can be obtained, which can be used for marketing strategies. Such market information can be accumulated and offered to a consulting company, and the company can provide that information to shops to secure for more customers. Of course, the general users are not only ones to contribute to the system, and number of business can be created anew.

2.5 The Time Economic Zone We Aim

Our services are structured based on basic concepts "the holding time is directly connected to the purchasing power as well as economic effect" and that "the information of people's action is made available by them consuming time and contains the distensibility" as the main part. The token economy "Time Economy Zone" is thus created as to realize that structure in a form.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

In the economy after the fourth industrial revolution, the IoT improves peoples' lives by technically converting an idea of time into a value. It also promotes the cashless culture and captures consumers within an economic zone through a method called exchanges of information of actions.

People's curiosity, what they are interested in, becomes important to expand the Time Economic Zone.

Therefore, once the information of actions is collected, their interests need to be clarified. For that, the way of rewarding point to certain actions is considered a potential tool to focus their interests. For instance, a service is already available, in which certain information is collected on cloud and sorted into different interests of people, and then a similar information is suggested based on the collected information.

Although the information is provided in relation to the information available only on internet, yet our plan will develop such technology even further. The information of actions is collected not only through a network but also in reality so that the individual needs can be extracted and made available to meet with such needs.

The reward system intentionally calls people's curiosity. This intention should not inhibit or constrain one's free will, their decision on any actions must be made by their own free will.

The "reward" is only one factor for them to make up their mind, which of their interests is to be the focus at that moment. In this way, lives of people will be improved and people can become more confident with their focus of interest. The technology of the reward provision makes it possible to overcome the limitation of the legal currency of nation states and construct another economic zone with the idea of time as a central figure.

Yet this technology makes our token partly different from the conventional token economy, that is the provision of reward, apart from token.

The provision of reward is necessary to overcome the high volatility, which is often regarded as a problematic issue to use the cryptocurrency as to play a function of money. Its conversion standard shall be by legal currency, in order to stabilize the market where those points can be used.

The stability of economy is to have the value of a substitute of currency stays steady without large fluctuations anywhere and anytime. The conventional token economy has always been influenced by the factors such as volume for circulation. The market of the Time Economic Zone, on the other hand, will be stabilized by structuring this scheme of having both tokens and rewards.

2-6. Advantage when holding ChronoCoin

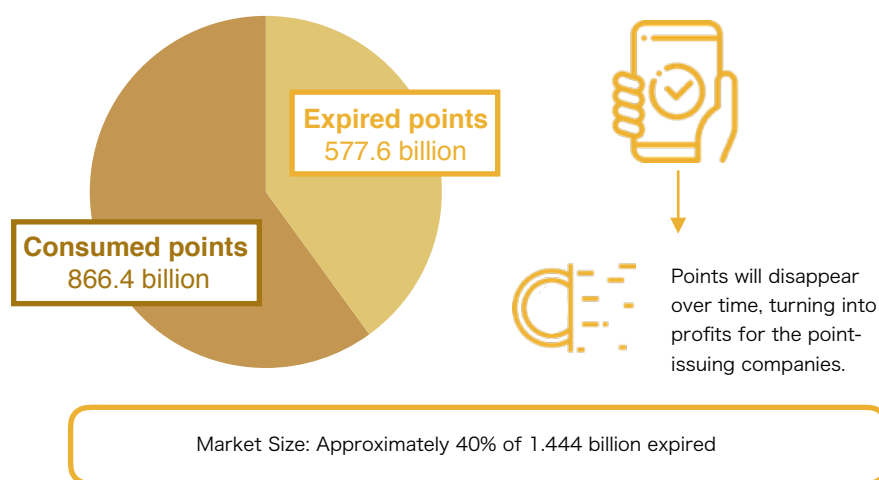
Details are explained in the token sale outline, The usual route for purchasing ChronoPoints, as mentioned in the previous section, is that they are purchased by companies that require ChronoPoints, at a rate of 1.5-2.5 yen for 1 ChronoPoint.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Regarding the usage of ChronoPoints, other than distribution at the time of the ICO, it is a cycle whereby affiliated companies give them to users and users consume the ChronoPoints at affiliated companies.

And the difference between the purchase unit price, fixed at 1.5 yen to 2.5 yen, and the original ChronoPoint value of 1 yen is our profit, which can be considered the same as any point-issuing company.

However, there is another noteworthy factor that actually creates profit for point-issuing companies. That is the part related to the ChronoPoint term of validity (expiration). There is actually data showing, with respect to other issuing companies, that the percentage of points that expire exceeds 40% of the total. Regarding those expired points, the current situation is that they are not reused, they are not distributed in their expired form, and that becomes profit for the issuing company.



ChronoPoints adopt the concept of "expiry if one year has elapsed since the last use" that is used by most other point-issuing companies, but in a first for the industry, at Time Innovation we use a mechanism to redistribute these ChronoPoints according to the proportion of ChronoCoins owned.

The points market is described in the above figure, and Time Innovation is aiming to capture a 10% share of this market. This means acquiring 10% of 1.444 trillion, or 144 billion, as a points business. Today the value of expired points in Japan is 577.6 billion yen, so 10% of that will be 57.76 billion. The expired portion will be distributed proportionally to ChronoCoin holders, and if we hold even 10% of the total number as ChronoCoins, ChronoPoints equivalent to 5.776 billion will be redistributed free of charge.

There have been many cases of ICOs where coins are purchased only for speculative purposes, but by adopting this method of redistributing ChronoPoints, it will be directly linked to [business expansion = rewards], and it will achieve a situation where ChronoCoin holders become investors in the business in the true sense.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Regarding the redistribution of points, the timing of their expiration will differ from one consumer to another, so there will be no fixed due date and the expired portion will be regularly redistributed. However, redistribution of ChronoPoints is limited to cases where ChronoCoins have been held for at least one year.

In short, by redistributing them even after they have expired, 10% of ChronoPoints will automatically continue to be given after the end of the ICO, and they will be points that will never disappear from the moment they come into existence.

2.7 We are aiming of Time economies

Our service is built on the basic concepts of "directly connecting the length of time spent to purchasing power and economic effect" and "giving extensibility to information on behaviour that occurs due to time expended." We are creating a token economy "TIME economic zone" as a form of building.

In an economy which has given rise to the Fourth Industrial Revolution, IoT enriches people's lives by technically converting the concept of time into value, while also using the methods of cashless culture promotion and behavioral information exchange in order to acquire consumers in the economic zone.

What is important in extending the TIME economic zone is content that people are interested in. We are studying ways to collect behavioral information in order to clarify the details of their interests, while getting them to concentrate on their interests in the form of giving rewards.

For example, services already exist that, by gathering information on the cloud, can discern the subjects people are interested in and suggest similar information. This is provided only in relation to information transmitted on the Internet, but we will develop that technology even further. We will gather information not only on the network but also from people's actual behavior, making it possible to answer individual needs more accurately. Also, we will intentionally direct people's interests in the form of giving rewards. What we must be aware of when intentionally directing people is that human behavior is decided by free will and we must not obstruct or force that free will. We only add "rewards" as another element people consider when they use their free will to determine what interests them.

By implementing this method, we believe that we can contribute to enriching people's lives and increasing trust in the subjects they should direct their interest toward.

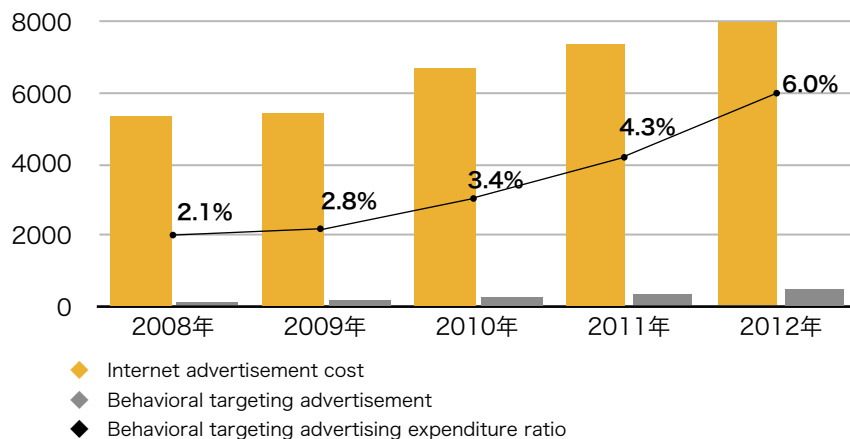
We are considering a plan to construct an economic zone with the concept of time as the main axis, overcoming the limitations of the country's legal currency by having technology that gives compensation independently, but there is an element that is different to the conventional token economy. This is the element of assigning a reward rather than a token, in order to overcome the high volatility that is seen as a problem when using cryptocurrency for cash functions. In order to stabilize the price of a market that uses points, the conversion criteria are based only on legal currency. The economy is stable when the value of whatever is being used as a substitute for the currency does not fluctuate greatly at any time or anywhere, and the traditional token economy has been heavily influenced by things such as distribution volume. By constructing a scheme that keeps tokens and rewards separate, we make it possible for the TIME economic zone market function with stability.

3 OPERATION BACKGROUND ANALYSIS

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

3-1. Value Adding to Time

The central part of our scheme is to add the value to time and make the time visible. The users are rewarded by points for providing the information of their actions, which is how they consumed their time in many daily scenes.



(Source: produced by Mitsubishi Research Institute Co., Ltd. based on published data of Dentsu, Seed - Planning and MicroAds)

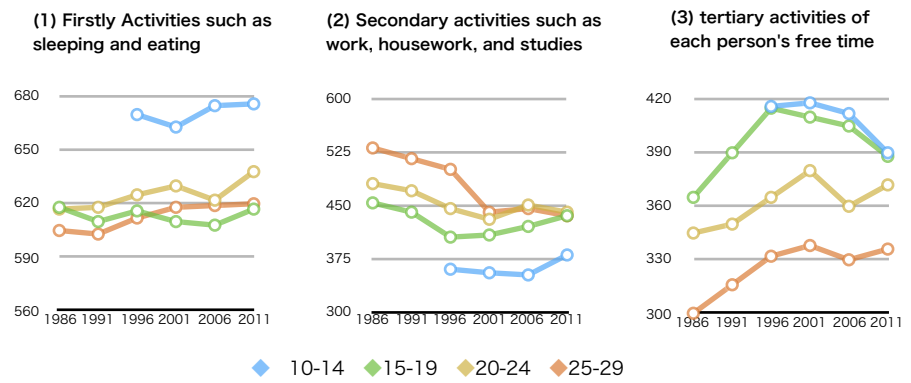
The above graph is the “Advertisement Market Targeting Actions in Japan”. As shown on the graph, the ratio of marketing fee spent for information of actions has been steadily increasing. It is easy to understand that the expansion of the action targeting market means and supports the fact that the market has such a scale.

The behavioral economics identifies “time” and “resources” as the factors to determine behaviors of people. The “time” and “resources” in relation to behaviors of people are usually recognized as a complex product. So if the time of action is converted into some resources and other resources are converted into time, vice versa, the dilemma of two factors making decision can be solved and opportunities can be secured.

3-2. Economic Effects to the Staying Time

The following graph is the daily life of people in general, classified into different actions.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member



(Source) Ministry of Internal Affairs and Communications "Basic Survey on Social Life"

The average time spent for life-sustaining activities such as sleeping, etc., is 10 hours (600 minutes), so the rest of 14 hours are clearly spent with one's free will, regardless some differences in volume of restricted time for working, commuting, etc.

Within the mind frame of acting with one's free will, a study done in America resulted to state that the 20 % of one's action time in shopping, for instance, is spent for selection and purchasing products where the 80 % is spent solely for travelling. Nevertheless, there is no concept to convert that 80 % of the time into something else. There is no will to do so. This is because people only recognize "time consumed to travel" and they do not ask for any economic effect from that time.

So we need to question ourselves what are the things people do today during their travelling or waiting time, which have been only recognized as consumption. Well, today, in 2018, majority of people collect information and/or play games, etc., using smartphones with apps installed. When such apps are activated, many advertisements will pop up. The economic benefits that those advertisement create is said to reach to 117 billion JPY.

If the information collected by the advertisement, which popped up when one of the apps was activated, creates 117 billion JPY economic benefits, then there should be a system where the app activator should be involved directly with economy not only to compensate big economic losses but also create big economic benefits of another kind. This idea is a base for the project conceptualization.

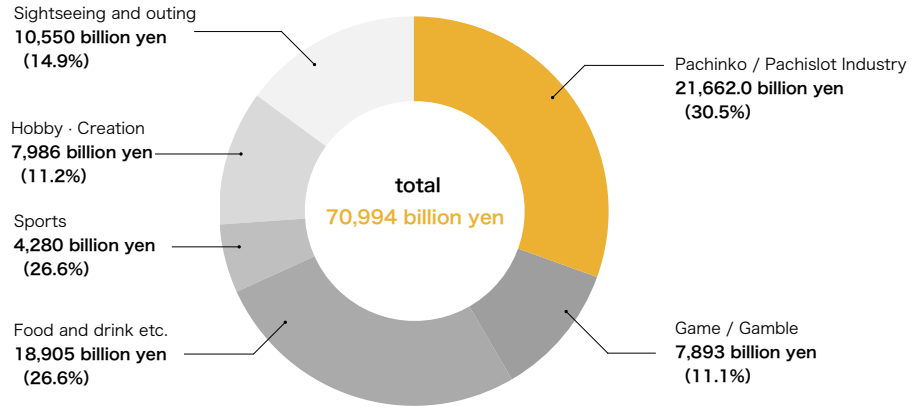
3-3. Market Scale of the Leisure Industry

As an example of introducing a service, the project aims to get into the pachinko industry in Japan.

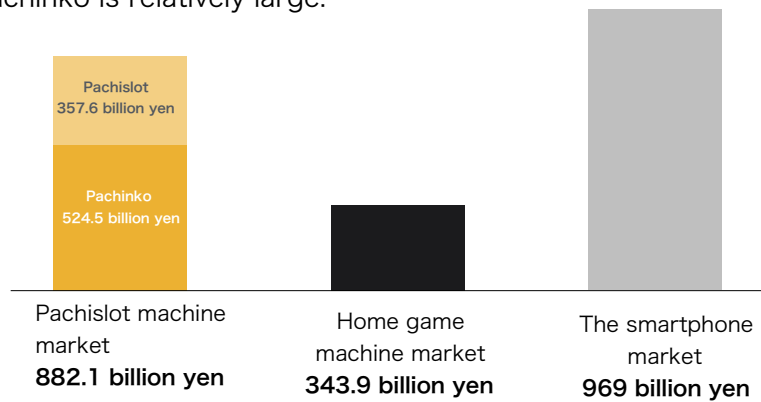
The market scale of Japanese pachinko industry (pachinko and slot machines in pachinko parlors) shares the large portion of Japanese leisure industry. According to the "Leisure White Paper 2017" issued by the Japan Productivity Center, the market scale of pachinko and slot machines in pachinko parlors share 30.5 %, approximately 21 trillion JPY.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry**
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

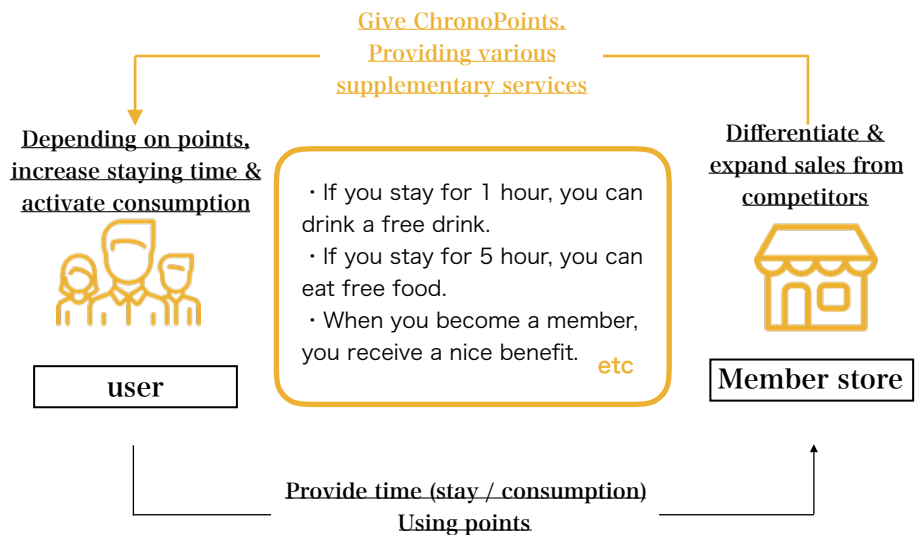
Market size of leisure industry



The bar graph below shows the breakdown of the leisure industry; the market share for playing games (pachinko and slot machines) is approximately 882,1 billion JPY, the market of playing games at home in Japan is approximately 343,9 billion JPY and the market of smartphone app is approximately 969 billion JPY. Evidently, the market of pachinko is relatively large.



The pachinko market is a large scale and the number of pachinko parlors across the country is 10,986 as of the end of 2016. The population of pachinko players are currently decreasing and the number of pachinko parlors is also decreasing accordingly, but the number of installed pachinko and slot machines stays almost the same. The trend is “less small parlors and more large-scale parlors”, and the number of pachinko machines is gradually decreasing. Nonetheless, the market still remains large as the leisure industry. For this, the project introduces our technology to support the market. The illustration below is the image of the introduction.



- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

The action of people is to be converted into something more active by unifying the Leisure Industry Zone and the Time Economic Zone. Some pachinko parlors have attempted to attract more customers by offering them some points for coming to their parlors, but it was seemingly difficult to attract new customers even though it successfully made their customers to repeat their visits. The project aims to introduce the Time Economic Zone into the Leisure Industry Zone and make the value of the Time Economic zone applicable in the Leisure Industry Zone. Please refer the above illustration for the application image.

3-4. Market Analysis

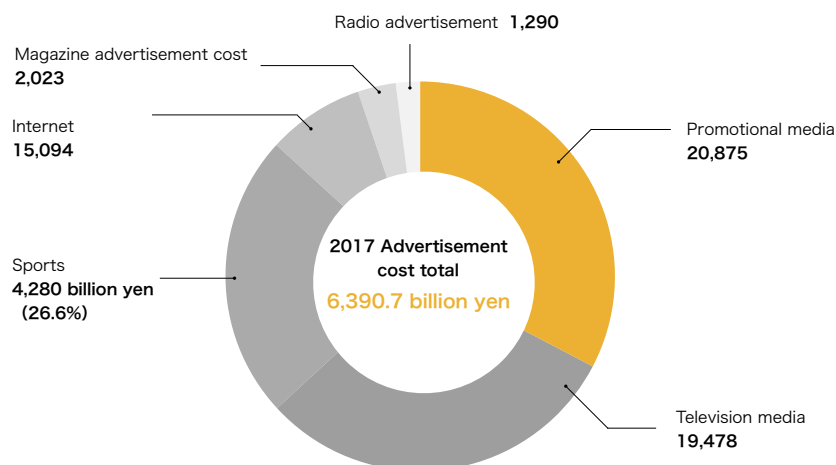
Dentsu Inc. (headquarters: Minato Ward, Tokyo, President: Toshihiro Yamamoto) announced the “2017 Advertising Expenditure of Japan”, which estimates the total advertising expenditure spent in Japan as well as the advertising expenditures for each media and industry.

The total advertising expenditure of Japan in 2017 (January to December) has shown a continuous increase for six years in a row with 6.3907 trillion JPY, which is 101.6% compared to the previous year, due to the growing economic expansion.

The online advertising expenditure has shown an increase in double figures for four years in a row. The increasing online advertising expenditure has pushed up the entire expenditure following the recovering world economy, expanding corporate benefits, improving employments, and strong JPY.

The whole market has gone under a digital transformation, and unified communication has been commonly seen utilizing the characteristics of each media. The “four mass media advertising expenditure”, which is a sum of “newspaper advertising expenditure (94.8% compared to the previous year)”, “magazine advertising expenditure (91.0% compared to the previous year)”, “radio advertising expenditure (100.4% compared to the previous year)”, and “television advertising expenditure (99.1% compared to the previous year / digital terrestrial broadcasting and satellite TV), showed 97.7% compared to the previous year. The “online advertising expenditure (115.2% compared to the previous year)” pushed the entire advertising expenditure with mobile-operated ads and video ads.

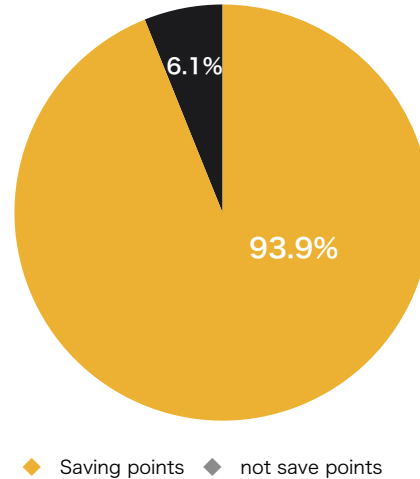
The “promotional media advertising expenditure (98.5% compared to the previous year)” showed an increase in outdoor ads / POP / exhibitions and videos



2017 Advertising Expenditure Breakdown
 Total advertising expenditure: 6.3907 trillion JPY Unit: hundred millions

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 **Market analysis**
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

As mentioned above, the growing advertising expenditure proves how much of a demand advertisement is to companies, and we can foresee more benefits by attracting potential users via ads. The online advertising expenditure showing a double-digit growth for four years in a row tells us the growing opportunities for users to acquire information on smartphones and computers. The above statistics show that the targeted advertising bodies for companies are mostly online ads, especially smartphone ads. With our smartphone app, users can confirm facilities that give out points, and actually give points on the app, which can be very effective. Now, what do consumers really think about this? As the data below shows, most Japanese people have points of some kind.

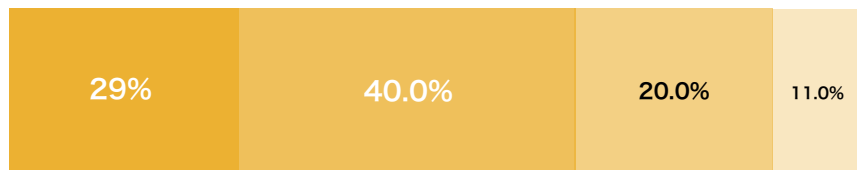


The current market has a variety of services that use points, and the ranking of the level of satisfaction, such as exchanging points with items and goods, is as follows:

1. "JAL Mileage Bank (JAL) (41.7%)",
2. "ANA Mileage Club (ANA) (39.1%)",
3. "Rakuten Super Point (31.1%)",
4. "T-POINT (26.4%)",
- and 5. "d Point (20.8)".

The airways' point services dominate the higher ranks compared to common point services. According to the survey on what consumers think about points, the data shows the existence of more than half of all consumers who "would purchase at shops that give out points".

Question: If you get points, will you buy at that store?



◆ Yes ◆ That possibility is high ◆ That possibility is low ◆ No

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 **Market analysis**
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Approximately 70% of all consumers tend to choose where they shop depending on the point services. This will increase sales for shops, and attract consumers for they can purchase what they want and points will be added. Depending on the availability of point services, over 50% of consumers choose to purchase different products and use different services.

This proves that points actually affect users' decisions.

Most consumers use over four kinds of points, and they feel "it's important to make use of points and accumulate them" 94.4% of the time. Even with ChronoPoints, the target of exchange is "time", thus, we can expect a similar result.

Currently, there are many points in the market. Now, we will give you an explanation on "T-POINT", a point service that has a number of affiliated shops and brands, and "Mileage", a type of point service that provides different points depending on the distance.

T-POINT

T-POINT is a business model that is similar to issuing currencies for it "sells points worth 100JPY for over 100JPY".

Although T-POINT originally kicked off from TSUTAYA, it accumulated the number of affiliated shops and brands, and not a day goes by that we do not see a T-POINT sign. It is a great merit for consumers to be able to use points at a number of shops.

Having a number of affiliated shops and brands will give consumers the idea of "purchasing items = more points". Affiliated shops and brands can promote themselves with T-POINT, and consumers will want to make purchases at different branch stores, which will lead to an increase of sales.

This type of point service that can be used at multiple shops is called common point service. T-POINT is the biggest common point service in Japan and has the biggest number of affiliated shops.

We can say ChronoPoint is similar to T-POINT in a way that it can be used at various shops, however, ChronoPoint does not only put online ads but also implements a system that allows users to visit shops in real life, which will create new possibilities for the service.

About mileage

We used to believe in the concept of "distance = transportation", thus many people used Shinkansen instead of airplanes for ways of domestic transportation for Shinkansen is convenient and inexpensive compared to airplanes. "Mileage" is a system that was implemented to increase the number of airplane users by giving them points (distance = more miles) for using airplanes as their way of transportation. Trips to foreign countries require using airplanes, which will let users acquire miles, which will improve their status. Higher status will create convenience and differentiate services and priorities for each user.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis**
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

These factors contribute to users' motivation to accumulate miles and use airplanes even for a short-distance trip, such as Tokyo - Osaka. Users can use a certain amount of miles to go to Hawaii for free, and some users even purchase tickets to receive miles. An added value in the name of points has changed the "way people take actions".

As a trend of the current market, online advertisements are growing, and companies are well aware of how effective they are.

However, even if consumers become interested in an online advertisement, they would still need to access the actual shop, which not all of them do, thus, it does not lead to sales of each shop. Time Innovation will implement what is called "Online to Offline (O2O)", which promotes users to go from online to offline. Users will be notified of information on points on the app on your smartphone when you walk nearby a shop.

Just like "Mileage", this will change people's actions. By giving points for time, users can make use of their staying hours and waiting hours as well as boarding hours for a flight regardless of genres of affiliated shops. Time is equally provided for everyone, thus, increasing the number of affiliated shops will make this service appealing to all people.

A target for the initial year will be 'department stores', the 'pachinko/slot machine industry', and the 'leisure industry'.

The market scale will be department stores: 6 trillion JPY, the pachinko/slot machine industry: 882.1 billion JPY, the leisure industry: 777 billion JPY. The average advertisement cost is 7.0%.

Among them, the share for Time for the initial year will be 5.0%, and we will expand it to 10.0% with the expansion of the market scale for the point services. Therefore, Time market for the initial year is expected to be 26.8 billion JPY.

*Refer to the graph below.

We will also develop into the eating and drinking industry, the airline industry, and etc.

to expand the market scale. The market for the point services is 1444 billion JPY, and it is expected to reach 230 billion JPY by 2020. As written above, ChronoPoint will expand its market scale to prevail as a new point service along with 'T Point' and 'mileage'.

Unit: hundred million



4 TECHNICAL SUMMARIES

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 **Technical overview**
 - 4-1 **Concrete method**
 - 4-2 **Beacon sensor**
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

4-1. Actual Methods

It will be very attractive concept if we can introduce this but there are only a few facts that this concept was applied. Because the technical hurdle to realize this method is very high that there is a problem for the difficulty of embodiment. This time, to overcome this hurdle, we will prepare all the hardware. The first one will be 'smartphone application', the second one will be 'Beacon'. At first, about 'smartphone application'. The start-up for this smartphone application will be a trigger to convert time to value, but it is difficult to identify each on an electron. The application we develop can identify individual by biological identification (fingerprints, vocal cord) that each one has, and exclude existence of unspecified number of people and virtual people. Thereby, we can pursue the fairness by excluding fraud. And people will start-up smart application after the biometric identification at certain places. Next is about 'Beacon'. Certain places mean the places where Beacons are installed.

By activating the smartphone app at the location where the Beacon is installed, this user's movement information can be collected such as the line of flow, what was purchased and what items were interested and time. As these information touch privacy, they will be securely stored in the server and used for a suggestion basis business, targeting and other relating marketing purposes to the affiliated shops.

It is anticipated that positive cycle will be achieved by increased number of the users, collection of information, receipt of rewards, expansion of the affiliated entities, and expansion of the service coverage within the Time Economic Zone. Eventually, it will lead to people's wealthier by increased convenience and participation to infrastructure in the expected cashless economy even more.

4-2. Beacon Sensor

In a larger framework, Beacon is Bluetooth, in particular, a form of BLE (Bluetooth Low Energy) of the Bluetooth. The principle of Beacon is dissemination of information such as location and position, for example, signal fire and bon fire, however, in the 21st Century, it mainly means "wireless signal".

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 **Beacon sensor**
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

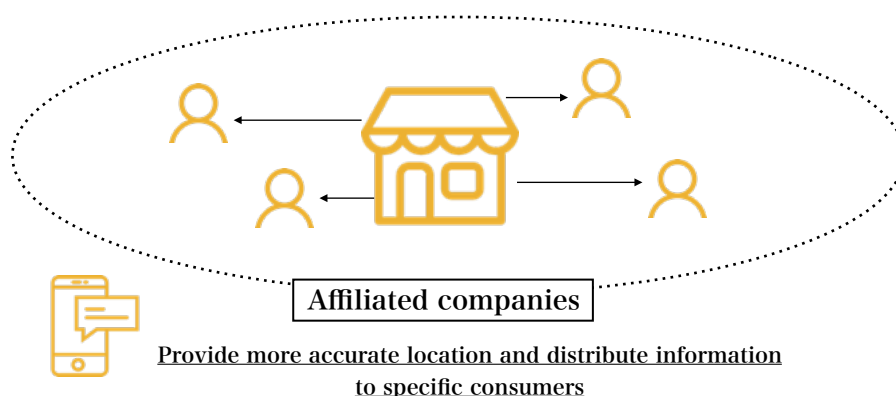
It is the device that such transporting objects as airplanes, vessels and cars receive the electric signal or high frequency electromagnetic wave from the wireless station on land to identify its current location and receive various information. Also, the term “Beacon” is used for signaling out the location of the device like avalanche beacons (mobile), and in relation to communicating and positioning between the computers.

Beacon now allows application to various purposes in the whole world by linking up with smartphones. To explain further about Beacon, it is prerequisite to elaborate what the Bluetooth is. Bluetooth is a standard of short distance wireless communication. In the past, PC or smartphone was connected by cable, however, Bluetooth connects the devices by wireless and music or data can be transferred. Perhaps the most common one now is earphone and speaker. By installing Beacon device in the shop, the customers can receive the information of the shop and the shop can receive the whereabouts of the customer within the shop.

For instance, there is a system called Push Notification using the function of Beacon. If a smartphone receives the signal emitted by the Beacon, it makes an access to the server that the information is stored and in return the shop information or voucher of the shop is sent to this smartphone. Main characteristic of Beacon is that different information can be emitted to Beacon being the information sender to the receiver by different distance. The Beacon-receiving device distance can be fixed. If the distance between Beacon and receiving device is, say, 10m, it can be set as “Far”, “Near” for 1 meter and “Immediate” for few centimeters.

One can imagine “GPS” when it comes to location information technology. While GPS can provide the location information in wider area with the use of satellite, its accuracy is not high and cannot be used in indoor or underground where the signal is unreachable.

◆ Usage image of bGPS



- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 **Beacon sensor**
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

On the other hand, “bGPS” that we developed can provide more accurate location information even in the indoor and underground where the satellite signal is unreachable. This system, therefore, achieves more effective marketing by allowing setting up more detailed conditions and sending more specific information and vouchers to particular customers.

As “bGPS” now permits location identification even in indoor and underground, the companies that could only reach out to the customers online, can now disseminate the information more effectively. Wider use of Push Notification technology, the technology that can provide information to only those who need, increases usability. As the information dissemination can be done immediately at the timing of own like, approaching to the customers who has higher buying intension is now easy from sending different shop area information, even if the shop area is big and sells variety of items

The facilities that attract customers using navigation only play the recorded announcement. It means the navigation moves on regardless of the location of the customers. However, installing Beacon will disseminate the content appropriate to where the customers are. It is a customer friendly navigation system which will lead more buying intension. Also, by linking up the Beacon and app, the facility can get the customers’ personal information after they install the app on their smartphones and can provide the information most appropriate to each customer. The advantage of the Beacon-app linked information is that it can collect not only such basic information as the sex, age, location information, movement analysis, usage rates of app, voucher and opening the Push Notification of each customer, but also the time spent and the route within the facility easily on the internet-controlled screen. These information can be used as new marketing tool and improve the facility’s layout to increase more sales.

In Japan, Yokohama Hakkeijima Sea Paradise uses Beacon. There are 40 locations where Beacon is installed within this aquarium. There detailed information of each animal and marine creatures and event information are disseminated in real time.

Linking up with app and Beacon that uses bGPS that Time Innovation developed allows receiving information immediately and highly accurate positioning is now possible. GPS was limited for wider area and its signal was unreachable to the indoor and underground. Targeted information can be disseminated to the first customers, frequent customer, identification of frequency of the use of app and setting more detailed conditions. By reading more detailed information, more effective marketing can be made. Furthermore, the customers’ movement trend can be read and making people’s life wealthier by providing ChronoPoint on the time they spent in the shop. Big merit can be provided to the companies from such big data as the movement trend of the customers.

4-3. Application (App)

Application defines all software we install onto our OS. We use applications when we use smartphones or computers to complete tasks. Time Innovation will create a system that will provide users with a variety of services on a smartphone application.



Points given

Using the application, give points.



Action Information Management

We accumulate action history in database and analyze consumer's taste.



Wallet

Perfect wallet that keeps points and tokens.



Personal Identification

By strengthening personal authentication and password, we also improve security aspects.



Advertisement

Deliver recommended advertisements from personal consumption behavior.

We are thinking of providing our services via a smartphone application as mentioned in the previous paragraphs, and the services are as follows. Points will be given to consumers for the "time" they own.

Consumers will acquire value for their staying hours in the form of ChronoPoint, which they can use at commercial buildings and shops. By advertising on an application, companies will give out ChronoPoints to consumers who will promote their services to other consumers.

Companies can expect larger sales by differentiating services from other shops. Action information management allows companies to analyze consumers' actions based on the information they receive from Beacon we provide. Also, by managing and collecting information and data, companies will be able to conduct proper marketing research to find out what consumers need.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 **Application**
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Wallet is a service that allows users to make online payments and receive rewards. Many mobile wallet applications have been released recently, and users are able to transfer their assets freely. Smartphone wallets are usually managed with a private key, which holds high security and allows users to manage their assets in a safe environment. Time Innovation will allow users to use their wallet to make payments with ChronoPoints they accumulated with their staying hours for FeliCa and QR codes. Moreover, linking it with an application will make online payments possible, which will provide video contents and music streaming services that are purchasable with ChronoPoints.

Personal identification is a process of authenticating individuals, and the Time Innovation app will utilize biometric identification. Time Innovation users and smartphone applications are not connected by device but consumers, thus, we will be able to identify individuals who violate our services regardless of the number of devices they own. Part of the reason why Time Innovation decided to make a smartphone application is the continuous increase in the production of smartphones. 1.53480 billion smartphones were produced in 2017, which increased by 4.2% compared to 2016, and this percentage is said to grow up to 4.4% in 2018 according to the world smartphone market report published on March 1, 2017.

The number of smartphones in the global market is estimated to continue growing for the next five years at an annual average of 3.8%, and will reach 1.77410 billion in 2021. The growth rate will stay in one digit, however, it will increase from the 2016 standard of 2.5%, and the market is estimated to recover. In 2018, the number of smartphone users will be 2.56180 billion, which is one third of the world population. The rate of smartphone users in all cellphone users will be 51.7%, and feature phones will be a minority. One of the features that make smartphones better than regular cellphones is the ability to show current location by combining GPS and a map application.

Location information is very convenient, however, GPS can cause a huge gap. There are three reasons why GPS does not provide accurate location information. One is the fact that GPS receives information from the satellite to acquire current location, thus, it does not work properly inside of buildings or underground. GPS on car navigation systems are located close to the windshield or anywhere that can receive radio waves. The second reason is that GPS can be very weak against obstacles, especially in between high buildings in metropolitan areas. This is because GPS utilizes satellite communication, and it cannot be changed nor fixed. Lastly, the accuracy of GPS is as good as a difference of approximately 10 meters. That is to say, users often come across a situation where “the map application shows them on the opposite side of the road”. This is a characteristic of GPS, and there is nothing we can do about it.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

The biggest reason why Time Innovation uses a smartphone application is the smartphone market that produces over 1.5 billion smartphones a year. If we can target at all smartphone users, combine GPS on smartphones with the radio wave from Beacon, we can acquire action information without any gap, which was not possible just with GPS. Smartphones have, aside from Beacon, a number of sensors, such as camera and FeliCa, which can be useful for many purposes, such as payments and understanding actions.

4-4. O2O (Online to Offline)

O2O (Online to Offline) defines consumers collecting data and making decisions using online services to decide where they purchase products and services. Since the 2000's, when Internet services became more widely distributed, we started seeing many retail stores and service industries with their own websites in order to attract customers. Today, most companies have their own websites. For instance, McDonald's Japan provides "Show Coupons" (coupons that you show to the clerk) and "Hold Coupons" (coupons that you hold up against a QR or barcode reader) to over 30 million members, and this is one of the biggest O2O services in Japan that utilizes their own form of media.

Also, O2O services can send information that has spread via P2P about shops and products on the internet to consumers such as Tabelog, Kakaku.com, or @cosme, which has kept the numbers of users increasing since services started launching information on the internet. In particular, the attention paid toward O2O is increasing today and the biggest reason is the adoption of smartphones. In accordance with that, internet usage when people are spending time outdoors has steadily increased. The need for a solution for shops to promote O2O is becoming apparent. Related industries are paying attention to O2O services as it will be a business domain which is expected to grow substantially. As a way to describe the behavior process of consumers in O2O, NRI (Nomura Research Institute) is proposing the ARASL model composed of 5 phases: recognition (Attention) → transfer customers (Reach) → purchase/use (Action) → Share → reuse (Loyal).

Solutions that support O2O will be developed in the future by web service companies, SNS (Social Networking Service), telecommunications carriers, and advertisement agencies, but we have to pay attention to which phases of this consumption model will be effective. Currently, a solution mainly provides a function that promotes 'customer transfer' and a settlement function in 'purchase/usage' because the business models and know-how are already established in internet businesses. For customer transfers among online service businesses, business models and commission quotations are already established by affiliate services.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoCoin
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Also for settlement functions, representative services of settlement for credit cards are widely being adopted in internet transactions. We anticipate a sound business chance in the solution business. In the future, companies that operate shops need to invest in management resources to develop a strong relationship with their own customers through mobile services, other than transferring customers from the internet. They also need to promote a 'total O2O' strategy that can smoothly promote the ARASL model. Furthermore, it will be important to lower the barrier for consumers' usage to expand customer transfer services, settlement services, as well as membership services that utilize mobile devices.

Current O2O only attracts customers to shops, but customers often do not buy anything, which does not provide any merit to companies. O2O in the Time Economic Zone aims at attracting customers and having them stay for a certain time, which will visually motivate them to make purchases and create benefits for companies. Time Economic Zone gives out ChronoPoints for the number of hours spent, and this leads to customers' desire to make purchases. For instance, if the average length of time spent is two hours at an aquarium, we can adjust it so that they will receive ChronoPoints for staying three hours and motivate them to stay longer. If they had already finished looking, we could provide them with visual information on souvenir shops, which are usually located nearby the entrance, and motivate them to buy goods. Therefore, the former O2O did not motivate people to buy things in the process, but the Time Economic Zone will create opportunities to make purchases, which will eventually create further benefits for companies.

A great example of coupon use would be the UNIQLO app, an app created by a major clothing manufacturers in Japan. Just like Gusto, a casual dining restaurant, users can present their app at UNIQLO shops to get membership-exclusive discounts on certain items, search for shops nearby, and view flyers on the app. All of these features attract customers from online to offline. Users can also scan barcodes of certain products to check item information and read customer reviews. This offers customers a better understanding of the brand. This type of app provides offline to online as well. The "flyer scan", which was added in 2014, allows users to take photos of paper flyers to check how products look in real life and purchase items online. This is a stress-free process for users to go from paper flyer (offline) to online store (offline). A great example of the use of social media is "Ponta", a common point service by Loyalty Marketing, Inc. that provides their services at about 23,700 shops in cooperation with 78 companies (as of July 1, 2015) to 70.07 million members (as of end of May, 2015). "Ponta", in cooperation with Twitter, began their campaign system called "Hashed Ponta", which allows users who made an account before July, 2013, to tweet with hashtags to apply for campaigns. "Hashed Ponta" is frequently used by companies such as H.I.S., a travel agency, and KFC.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

KFC gives out five times the usual points for hashed Ponta users, and they implemented a service for non-Hashed Ponta users to apply for all-you-can-eat-and-drink campaign for three persons by tweeting with a certain hashtag after the user has followed the KFC official twitter account. By doing this, approximately 40% of the customers who visited KFC during the campaign turned out to be new customers, and 30% of them actually made purchases. By tweeting with a certain hashtag, it shows additional points that can be acquired and attracts customers to shops. Compared to ordinary campaigns, which usually use gender and age to target, this will allow companies to analyze users based on their tweets as well. O2O as mentioned above usually attracts customers to shops but does not necessarily motivate them to purchase items; thus, it does not create much merit for companies.

By combining Beacon with a smartphone application, companies can collect and analyze customer data to implement new marketing strategies/planning. This brings innovation to customers' visits, and controls their actions by giving them ChronoPoints for their staying hours. Moreover, controlling customers' actions will prolong their staying hours, and companies will be able to visually encourage them to make purchases. New way of marketing and improved motivation for purchasing will lead consumers to purchase more items than ever.

Time Innovation's O2O focuses on a mutual benefit that can be gained between both the consumers and companies.

4-5. DMP (Data Management Platform)

DMP is an abbreviation for "Data Management Platform", and is a platform that optimizes communication between customers by analyzing real-life data via classifiers based on established models, such as AI. It also utilizes mobile sensors, Beacon and attribute data by summarizing independently-managed data, such as consumers' actions and attribute information.

It has been a common marketing policy to manage advertisements separately to aim for the desired outcome through internet sites, advertisements, e-mail magazines, etc. However, through the development of DMP, the marketing policy of each channel can now be managed in a central manner and allows appropriate communication to each client.

For example, use of DMP permits sending internet advertisements and e-mail magazines to the customer who purchased an item 3 months ago on an internet site. There are 2 different types of DMP, namely "Private DMP" that utilizes the data available on its own site and "Public DMP" that uses the user data available from sources other than its own site.

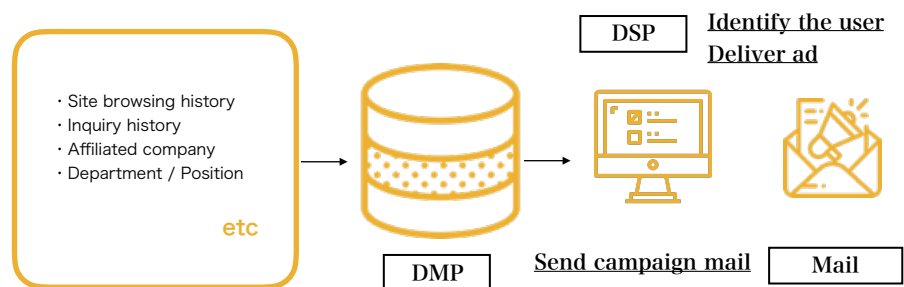
- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Private DMP utilizes the data collected by the company itself for marketing such as purchase records on the company site, on-site user behavior, membership registration, the information acquired on shipment and purchase records, etc. Therefore, the above example of “sending internet advertisements and e-mail magazines to the customer who purchased the item only once on the internet site” describes the Private DMP.

On the other hand, Public DMP utilizes the information provided by a third party such as user’s age, site browsing record, interests, etc. for marketing purposes outside of its own site. As the behavior of frequent clients is already known, identifying the user attributes for targeting and disseminating the advertisement becomes possible. Currently this method is used for advertising recommended items to each user on websites.

Currently, DMP is only available online; however, using Beacon and the app, Time Innovation can analyze huge volumes of data such as consumers’ behavior, data provided on membership registration (age, sex etc), purchase records, location information, history of reading advertisement notices and use of vouchers etc., which will tie up to a real-world marketing policy. Fully utilizing these resources, vouchers can be distributed to customers even when they are offline, as long as they are nearby the affiliated shop. By distributing vouchers, DMP can be utilized in the real world as customers are more likely to visit offline shops.

◆ About utilization of DMP



Utilize various data on the Internet to enable optimal marketing for each user

One successful example of using DMP is Nippon Travel Agency Co Ltd (NTA). NTA has increased their voucher click-rate by up to 15 times and the CVR of travel sales up to 3 times. They are indeed drastic increases. By taking advantage of accumulation of various data on DMP such as purchase records and behavior of customers, the timing of offering vouchers and choosing appropriate display and contents have been improved. This has led to drastic improvement of the outcome compared to conventional voucher display. Another example is Kanebo Cosmetics. By combined usage of Private DMP and Public DMP, they have succeeded in effectively utilizing user data for about 20 different brands. For instance, the advertisement of a skin care product, Brand B, is disseminated to the customers who purchased a makeup product, Brand A, which is a similar product.. This led to increased customer interest. .

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Furthermore, a long-established travel agency specialized in Okinawa, Okinawa Tourist Service, disseminated a display advertisement based on customers' travel records. A creative advertisement was displayed to customers who visited the outer islands of Okinawa over a year previously so that those customers could recall their travel experience there. The conversion rate was 1.8 times higher, compared to normal retargeting dissemination.

An advantage for companies to purchase data that is a backbone of DMP is that it allows access to potential customers. For example, it was found that fewer visitors than expected to an event held at Tokyo Big Site stopped by the area where various vendors were located near the main street. Instead more people were lining up at the main street. It was also found there were more people at the vendor area which was away from the main street to avoid the long lines and congestion. This result clarifies the booth fee structure and the reasons behind it. This also shows data is indispensable for marketing.

A similar principle is applied to department store layouts. The layouts of department stores usually are designed in a complicated manner by expending big construction costs to increase the time of customers stay on the premises. However, with the information available from DMP, one can forecast that a customer who purchased product A may also purchase products B and C, which may at first glance seem unrelated. As a result, the shop layout and the customers' staying time may improve, which may also increase the purchase frequency.

Although until now DMP was only possible online, Time Innovation utilizes Beacon and a smartphone app to make DMP possible in the real world. It is expected that merits for both companies and consumers will be larger if DMP is possible in the real world. The merit for companies is that the selling method can be adjusted quickly as they receive the customers' information immediately. For example, purchasing intent will increase from marketing manual based on the frequency of the customers' visits so that different information can be provided. From the consumers' perspective, a more consumer-friendly environment is established as the shop provides information based on past visits and the information appropriate for the season. Also, as they will receive ChronoPoints for the time they spend at the shop, buying intent may increase.

4-6. Server

A server is a computer that corresponds with other computers on a network. A server can be divided into an application server, a DB server, a file server, and other types depending on the purpose.. The most commonly used operation of servers is called on-premises, which means a server company locates and operates within a client's facilities or buildings. On-premises is a method that utilizes outside server companies and systems via the Internet, which is the opposite of what cloud providers do.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 **Server**
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Before clouds were common, on-premises was a major form of server/ system operation. The biggest difference between on-premises and clouds is the location of servers and systems. On-premises completes the operation of systems and servers on their own whereas clouds use services provided from the outside. Where they are physically located makes a great difference, and it mostly affects security factors, which companies focus on when choosing either on-premises or clouds. In response to the problems with on-premises, clouds gained popularity in the industry quite rapidly. Many companies operate on a hybrid basis by utilizing both on-premises and clouds.

Membership shops in foreign movies and drama series usually have a metal door that customers knock on, and guards open the observation window, to check their identities.

The metal doors open to let them in after guards finish checking the customers. This is the kind of high security clouds have. However, it is getting even more difficult to protect information for it is not only computers that are used inside a company but also smartphones, tablets and other forms of devices.

Cloud service providers have been putting much effort into security improvement; however, human security risks (intentional leaking, operation failure) always exist, and hacking and observation have been seen on the news quite frequently these days.

Even with these risks rising, companies such as Google, Apple and Dropbox, have been recommending their users to save their photos and important documents on clouds. Nevertheless, a cloud server is, in fact, a massive group of servers that are lined up at data centers all around the world, and securely saving the personal information of billions of people will unmistakably be difficult. 68 million users had to recreate their passwords due to an information leak in Dropbox in 2012. Anyone who has an e-mail address most likely have been fighting against phishing, and “iCloud”, the cloud service provided by Apple, was attacked in 2014 resulting in leaks of celebrity photos.

Now, is there any place that is completely safe from hackers? Our take on a solution for this issue is as follows.

With ICOs, a public key is an address, and a private key is a password, and, because Blockchain is open source, anyone can check all transactions with a public key. Normally, a private key required to transfer money is a singlesig (single signature), so leaking of a private key to a hacker will allow uncontrolled transactions from the address. However, we can protect assets from hackers by using a special technology to turn addresses into multisig (multi signature), which will require several private keys to make transactions.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 **Server**
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Multisig is an abbreviation “multi signature”, and a transaction requires a signature with more than two private keys.

This method has been recognized as a way of improving security and has been implemented at many exchanges, especially after NEM’s recommendation.

Blockchain is a ledger that restricts any revision by having all users’ transactions recorded and supervised, and it has been rapidly gaining popularity in the market.

A record of a transaction made on a network will be saved on a block, and a new block will be issued. These blocks will be connected permanently, and this is where the name “Blockchain” comes from. Blockchain can be used not only as a way of recording currency exchanges and transactions but also as a way of controlling network communication as well as a solution for improving security.

Its usability and safety as well as low cost have developed a very high reputation, and Blockchain has been getting attention from a number of industries and fields.

If innovators in businesses, politics and societies can implement Blockchain properly, the Internet will become a safe and cooperative place that protects the privacy of every transaction, and it will change the concept of online activities greatly and produce a solution for a number of social and economic problems.

The Blockchain used in bitcoin can be defined as a “database of transaction data that connects each block with special chains by dividing all transaction data and history into blocks in chronological order”.

The platform of bitcoin transactions is a network that consists of a number of nodes (electrical devices and computers actively connected to a network) with records of chains identical to Blockchain, which is a “database of all transaction history”.

The characteristic of this network is each node (computers, etc.) equally makes direct communication and forms networks instead of client/server style which exists in a specific management body, and this is called a ‘P2P network’, a distributed network without central management.

Blockchain can manage data without central management by transact directly among users; therefore, clients have difficulty interacting with each other using distributed data .

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 **Server**
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

Currently, the server operation form is changing to become one which installs Blockchain into clouds instead of being managed by a cloud. Because Blockchain has become more mainstream, Ethereum has been accepted as a Blockchain representative and a standard with high market presence and a strong security. Coincheck, which was in the news recently, used this security, but a part of its cloud was hacked and a large amount of NEM flowed out. China created a unique Blockchain, NEO, to challenge Ethereum. In its white paper, NEO includes functions, such as certainty, high efficiency, and extensibility in NEO Smart Contract 2.0. The contract type has validation contract, function contract, and application contract.

In the context of performance, NEO uses a smart contract execution environment for a lightweight NeoVM (NEO crypto machine). It activates very quickly and uses a small amount of resources, which is suitable for a short procedure like a smart contract.

A static compile and caching of hot spot contract can be strengthened largely by JIT (real time compiler) technology. An instruction set up for NEO crypto machine can provide a series of crypto commands that optimizes execution efficiency of a crypto algorithm of a smart contract. Furthermore, a data operation command can directly support arrays and complicated data structures.

All of the above states that they will improve the performance of NEO Smart Contract 2.0, and will be a distributed network which combines digital assets, digital identities, and smart contracts. The merit of adopting P2P relates to big data processing.

Big data refers to an enormous amount of data obtained from location information/behavior history through smart phones and internet use, as well as information about browsing and viewing of homepages and TV. It largely gathered attention through the announcement of research and development about big data collection by the Office of Science and Technology Policy in the United States in 2012.

In recent years, the utilization of big data is spreading, and from late 2016 to 2017, promotion of data application for administrative procedures and private transactions, along with development of laws including creation of suitable distribution of personal information .have received much interest.

Time Innovation can create a stronger security by using a server operation form of NEO and Blockchain.

Also, by using a server operation form of NEO, we can use a P2P network. Using P2P network allows Time Innovation to smoothly process various kinds of big data including correct location information and consumers' behavior information, and deliver them to companies/consumers immediately, which is essential for the development of business.

5 TOKEN SALES SUMMARIES

5-1. ChronoCoin Summary

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

ChronoCoin is the name for the coin we will create . Ticker is 'CRN'.For the procurement and distribution in the development of token, we will use the Ethereum ERC20 platform to reduce human error and complete the development process simply. Upon completion of development, we are expecting to change the main net and planning to provide NEP5 of NEO.

The total sales amount of token will be 5,680,000,000 and the total price for token sale will be 10%. The total amount of issuance will be calculated after the crowd sale.

We are planning to raise \$44,247,788 from the token sale in order to kick off this project. 50% will be used for companies, and we will provide lockup for each affiliated company and issue and distribute depending on the expansion of markets. Our aim is to expand the market cap of the Time Economic Zone based on corporate cooperation as a priority. For users, we are planning on distributing original wallets as a method of distribution after the token sale.

The momentum of our business development is much faster , as you can see in the roadmap in Article 6, and we will finish our token sales within 2019 and move onto the early steps of this project. Following this, ChronoCoin will be recognized by users very quickly. Blockchain technology will be necessary for token holders to judge if it's the right usage based on KYC. Currently on electronic accounts, there are many hindrances for qualified users through multiple accounts or invalid accounts. By managing token holders' accounts with Blockchain, we can protect invalid transactions of accounts and data leakage of holders.

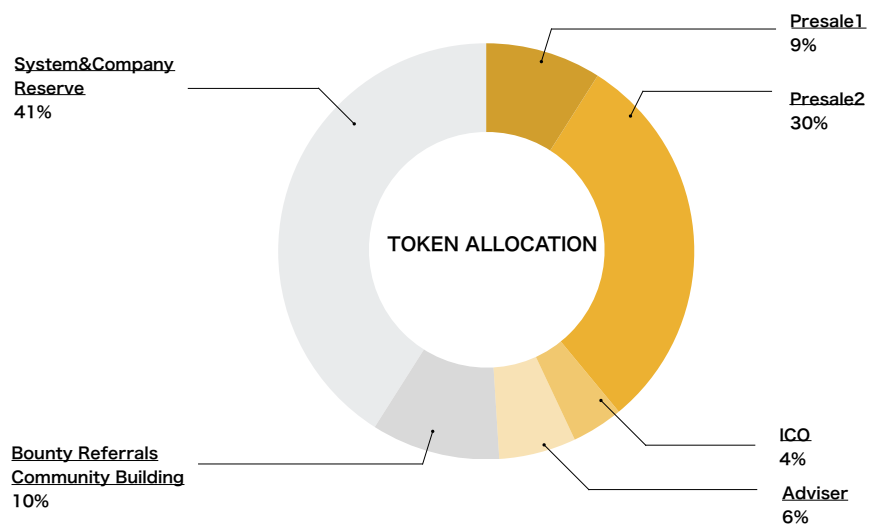
【 Presenting merits according to holding amount 】

	Granting points
Normal members (possessing 1 coin or more)	standard
Bronze members (possessing 100,000 coins or more)	3%
Silver member (possessing 300,000 coin or more)	8%
Gold member (possessing 1 million coin or more)	15%
Platinum members (※ invitation system)	30%
Black Member (※ invitation system)	45%

※Invitational service provided by the management team depending on the amount, period and usage.

This aims at preserving the trust and credibility of tokens by setting rights for the amount and avoiding excessive selling pressure.

5-2. Funding Purpose



Presale1&2 39%

Sales rate of early token

ICO Sale 4%

Cloud sales ratio

Board of Advisor 6%

Distribution rate to board members and advisors

Bounty Referrals Community Building 10%

Introduction grants for people who agree with business alliance contracts and projects and cooperate in regional promotion, distribution rate

System&Company Reserve 41%

Number of possessions in case of unforeseen circumstances occurred

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

◆ Unit price per token

1CRN · · · \$ 0.03

The calculations for ETH and BTC which you send to our firm will be fixed to the closing rate for the date of arrival. The source below is used as a basis for these values. [https:// coinmarketcap.com](https://coinmarketcap.com)

Note that the rate of increase at the time of ICO is the fair market value at the time.

◆ Calculation basis

For ICO projects seen thus far that emphasize starting with a low unit price, such as 0.01 cents, there are two concerns. The first is that they grossly undervalue the inherent value of the product as a currency. Secondly, as explosive values are attached at the same time as IR, markets will be extremely volatile. . There is concern that both of them will be far apart from ChronoCoin's mission "to find time-visualized value".

We have drawn from a range of past trends in other ICOs and studied them to arrive at a valuation we believe is the least disruptive to the market and that will contribute constructively to the value of ChronoCoin.

◆ Cancellation after applying

Given our expectation that procedures involved in cryptocurrency transactions are complex, in the interest of protecting those seeking to purchase the product and those who have already purchased the product, cancellation after applying for purchase is forbidden.

5-3. Usage Agreement

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

This document is intended solely to provide information to prospective buyers and does not represent or comprise an offer, proposal, recommendation, or solicitation for the sale of stocks or marketable securities, nor is it intended to be construed in any jurisdiction as a proposal, recommendation, or solicitation for the purchase of securities. The below terms of use (“Terms”) have not been submitted to or registered with a regulatory body in any jurisdiction, have not been subject to review or approval by any regulatory body, nor is there any plan to do so.

No control rights are assigned to the token (TIME, hereafter “Token”). Possession of Tokens does not imply granting holders of the same ownership rights, equity, shares, or equivalent rights to TIME, the right to a part of future proceeds, intellectual property rights, or other asset rights. While we may be able to incorporate community opinions and feedback in the design of the Token, possession of Tokens does not grant holders the right to participate in the decision-making process concerning the development of TIME.

I. Purpose

Details on the Token issuing company (“Company”), developer, and a summary of the Token can be found in sections 5 through 7 of this document. The Token is not designed as a form of prepayment, electronic money, cryptocurrency, marketable security, commodity, or other financial instrument. The Company retains the right to trade the Token in the future on cryptocurrency exchanges, but it does not bear a duty to do so.

II. Scope of terms of use

Unless specifically stated in these Terms, these Terms apply solely to the purchase of Tokens from the Company during the sale period. Where the developer and/or Company succeed in developing TIME, terms pursuant to the use of TIME, related guidelines, and regulations that include but are not limited to a privacy policy (collectively, “TIME Terms of Use”) may be created, and these terms, guidelines, and regulations may be subject to revisions or changes per the revision procedures stipulated respectively therein. Personal information of those who make purchases through the special campaign offered for this token sale is at this Time handled according to our firm’s privacy policy (<https://www.timeinnovation.io>). Where there is a conflict between the terms set forth in the Terms and the TIME Terms of Use concerning use of Tokens through, on, or arising from the service provided on TIME, the TIME Terms of Use shall take precedence.

III. Cancellation and revocation of application for purchase

The purchase of Tokens from the Company during the sale period is final and, excluding where required by applicable laws or regulations, buyers shall not request refunds or cancellations. The Company reserves the right to, at its sole discretion, refuse or cancel applications for the purchase of Tokens per conditions surrounding the sale of Tokens.

The Company shall not sell Tokens to domiciled residents of Japan, persons with addresses in Japan, or persons attempting to purchase Tokens from a location in Japan.

IV. Token sale procedures and specifications

Important matters concerning procedures and specifications for the Token sale (including but not limited to the sale date and Time, pricing, planned sale volume, and details on use of expected revenue) can be found in section 5 of this document. By purchasing Tokens, buyers acknowledge and consent to these procedures and specifications.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

V. Recognition of risks

Buyers acknowledge the below risks associated with the purchase, possession, and/or use of the Token and consent to the same. Please direct questions concerning these risks to <https://www.timeinnovation.io>. By purchasing the Token, buyers explicitly acknowledge these risks and bear them.

(a) No warranty on income or profit

The examples of calculation of income and profits used in this document are intended solely for explanatory purposes and/or to show industry average. No warranty is made that these results will be obtained through the marketing plan.

(b) Regulatory uncertainty

Blockchain-related technologies are audited and managed by a range of regulatory bodies around the world. The Token may be subject to restrictions through system functionality and/or future Token purchases processes. This Token may be subject to restrictions on its use or possession in a manner equivalent to other cryptocurrencies.

c. The token is not an investment instrument.

The Token is not an official or legally binding investment in any form. The purpose detailed herein may be subject to revision or change in order to account for unforeseen circumstances. Irrespective the success and failures of certain goals described in this document, all persons and parties involved in the purchase of Tokens do so at their sole discretion and risk.

d. Value of the token

The Token is not intended to be construed as an investment, but it may be subject to value over Time. If the solution provided by TIME is not actively adopted in society at large, its value may drop.

(e) Risk of loss of capital

No warranty is made on the funds collected during the ICO procedures. In the event of loss or forfeiture of value, there is no individual or public insurance agent the purchaser can utilize, nor is the Company enrolled in private insurance.

(f) Risk of failure

This project represents a variety of risks inherent to business and the operation of a company, among them funds raised during ICO procedures and/or the failure of the TIME solution or all of its subsequent marketing activities.

(g) Risks posed by use of new technology

Cryptographic tokens like TIME employ ERC20 while developing their own proprietary technology. In addition to the risks referenced in this document, there may be additional risks unforeseen by TIME. These risks may occur in forms other than those indicated herein.

(h) Quantum computing

The development of technological innovations like quantum computers may pose a risk to encrypted communication, including the TIME token.

VI. Security

Buyers are responsible for taking appropriate measures to safeguard the requisite private keys or access credentials needed for wallets, vaults, or other token storage mechanisms or mechanisms therein and used for the retention of Tokens bought from the Company. Where the buyer's private key or other credentials are lost, the buyer may lose access to the Tokens. The Company and/or developer waive all liability for said loss.

VII. Personal information

The Company may, at its sole discretion and in order to comply with applicable laws and regulations concerning the sale of the Token, require certain information from buyers. In this case, buyers shall consent to immediately provide the information required for said requests, and acknowledge that the Company can refuse to sell or transfer Tokens until the sale of Tokens to the buyer is confirmed to be permitted per applicable laws and/or regulations.

1	Introduction
2	Business summary
2-1	summary
2-2	Business model
2-3	System overview
2-4	Business scheme
2-5	Revenue model at ChronoPoint
2-6	Advantage when holding ChronoCoin
2-7	We are aiming of Time economies
3	Business background analysis
3-1	Value added to time
3-2	Economic effect on residence time
3-3	Market size of leisure industry
3-4	Market analysis
4	Technical overview
4-1	Concrete method
4-2	Beacon sensor
4-3	Application
4-4	O2O (Online to Offline)
4-5	About DMP
4-6	Server
5	Token sale outline
5-1	ChronoCoin
5-2	ChronoCoin Ownership Ratio
5-3	Usage Agreement
6	Road Map
7	Company Profile
7-1	Company Profile
7-2	Member

VIII. Taxes and public dues

All donations and charitable contributions made to the Company are tax-deductible. Buyers are solely responsible for all applicable tax (including but not limited to consumption tax, sales tax, use tax, value-added tax) on support and donations to the Company. Buyers are also responsible for withholding the correct taxable amount, collecting it, and reporting it to the appropriate tax authorities and making payment thereof. The Company waives all liability for tax withholding, collection, reporting, and/or payment (including but not limited to consumption tax, sales tax, use tax, and value added tax) associated with support or donation to the Company by buyers.

IX. Representations and warranties

1. In purchasing the Token, the buyer makes the following representations and warranties:

- a. I have read these Terms (all pages in their entirety) and fully understand them.
- b. That, in understanding these terms and evaluating the risks and effects pursuant to purchase of Tokens, the buyer fully understands the functionality of the Token, mechanisms of transfer of encrypted tokens and other important features, mechanisms for the storage of tokens (token wallets, et cetera), blockchain technology, and blockchain-based software.
- c. That, because decisions to support the Company through the Token are based on access to adequate information, sufficient information on the Token was obtained.
- d. That the Token does not grant any rights, in whatever form, associated with TIME, the Company, or its affiliates. The rights buyers recognize as not being granted herein include but are not limited to right to vote, distribution, redemption, settlement, assets (including intellectual property in any form), and other asset and legal rights.
- e. Buyers purchase Tokens in order to support the creation of the TIME ecosystem. Buyers do not buy Tokens for purposes that include but are not limited to investment, speculation, and other financial ends.
- f. That in purchasing Tokens, the buyer complies with (i) lawful activity and other applicable requirements or thresholds in the buyer's jurisdiction for the entering into a contract with the Company for the purchase of tokens; (ii) applicable exchange rates and regulations on said purchase; (iii) all requisite governmental approval or authorization for the acquisition of Tokens, but not limited to the above; and the laws and regulations of the buyer's jurisdiction.
- g. Full compliance with all applicable tax duties in the buyer's applicable jurisdiction and arising from the purchase of the Token.
- h. Where a buyer purchases Tokens through another entity on the buyer's behalf, the buyer has the right to consent to these Terms on behalf of the entity, and the entity bears liability for violations of these Terms by the buyer or other officers or agents of the entity (in this case, the "buyer" in these Terms shall be treated as the collective entity of the buyer and the applicable entity).
- i. Buyers are not domiciled residents of Japan, do not possess an address in Japan, and do not buy Tokens from a place in Japan.
- j. Buyers are not (i) domiciled residents of a country, region, or territory barred from accessing the Token through law, statutes, regulations, treaties, or other administrative measures; (ii) citizens or residents of, or persons with a place of address in, a country, region, or territory subject to sanctions or embargoes by the United States or other sovereign nations; (iii) not a person employed by a person or entity identified by the United States Department of Commerce individual or organization trade ban list, the United States Department of the Treasury Specially Designated Nationals List or otherwise blocked by the same, or the United States Department of Defense blacklist; and (iv) have not had a financial, business, employment, and/or proxy relationship, now or in the past, with anti-social forces, nor engaged in business, trade, provision or transfer of profits, or other transactions (including temporary and ongoing) to or with the same.

2. In the event that a buyer violates any of the warranties and representations in the clause above, the Company explicitly reserves herein the right to take measures it deems appropriate at its sole discretion, including but not limited to suspending or removing the buyer's account.

1	Introduction
2	Business summary
2-1	summary
2-2	Business model
2-3	System overview
2-4	Business scheme
2-5	Revenue model at ChronoPoint
2-6	Advantage when holding ChronoCoin
2-7	We are aiming of Time economies
3	Business background analysis
3-1	Value added to time
3-2	Economic effect on residence time
3-3	Market size of leisure industry
3-4	Market analysis
4	Technical overview
4-1	Concrete method
4-2	Beacon sensor
4-3	Application
4-4	O2O (Online to Offline)
4-5	About DMP
4-6	Server
5	Token sale outline
5-1	ChronoCoin
5-2	ChronoCoin Ownership Ratio
5-3	Usage Agreement
6	Road Map
7	Company Profile
7-1	Company Profile
7-2	Member

X. Compensation

a. To the maximum extent permitted by applicable law, buyers shall protect, not compensate, protect, and cause no damages to developers, the Company and its past, present, and future employees, officers, directors, contractors, consultants, shareholders, providers, sales firms, service providers, subsidiaries, affiliates, agents, representatives, predecessors, successors, and/or assignees (collectively, “Affiliates”) concerning bills, requests, demands, lawsuits, damage compensation, loss, expenses, costs (including legal and lawyer’s fees) resulting or arising from (i) the purchase and use of Tokens by the buyer; (ii) liabilities and duties per these Terms; (iii) violation of these Terms; (iv) infringement on rights of other persons or entities. b. The Company reserves the right to employ standalone measures at the expense of the buyer in order to protect against the various claims for compensation stipulated in the preceding item. These terms on compensation are intended to supplement the terms on compensation stipulated in the formal agreement entered into between the buyer and Company and shall not be superseded by the latter.

XI. Disclaimers

1. To the maximum extent permitted by applicable law, and unless explicitly stated in writing by the buyer, (A) Tokens are sold “as-is” and to the “extent available,” with no warranties. The Company explicitly denies all implicit warranties on the Token, including but not limited to its merchantability, applicability for specific purposes, origin of rights, and/or non-infringement and (B) makes no warranty or representation that the Token is reliable, the latest of its kind, free of defects, meets the requirements of the buyer and/or that defects will be remedied or resolved in the future. (C) The Company cannot make warranty or representation that the mechanism for transfer of Tokens is not infected or compromised by a virus and/or other harmful component, and makes no such warranty or representation.

2. The buyer consents that in the event that various factors render Tokens unusable, the loss is the sole liability and risk of the Token buyer, and TIME bears no liability to the parties therein. Starting on and after the issue date, the Token is sent to buyers with no explicit or implicit warranties and with no infringement on the intellectual property of other parties.

3. Because certain jurisdictions do not recognize the exclusion of implicit warranties and/or implicit disclaimers in contracts with consumers, the above exclusions and disclaimers may, in whole or in part, not apply.

XII. Limitation of liability

1. To the maximum extent permitted by applicable law, (I) the Company, developers, and/or persons affiliated with the Company waive all liability under all circumstances for all indirect, special, incidental, inevitable, and/or derivative or secondary damage and/or loss (including but not limited to loss of revenue, income, and/or profit, use and/or loss of data, or loss associated with suspension of a business) resulting from the sale and/or use of the Token, irrespective of the contract, unlawful conduct (including but not limited to active, passive, and/or attributable loss), or other legal and/or theory of equity therein (even where the parties were made to know about the possibility of said loss or where the loss could have been predicted), the format or structure of the law or lawsuit notwithstanding; (II) the total debt owed by (and including that shared with) developers, the Company, and/or its affiliates resulting from the use of or inability to use the Token, irrespective the contract, warranty, unlawful conduct (including but not limited to active, passive, and/or attributable loss), or other rationale therein, shall not exceed in any case the amount paid by buyers of the Token.

2. The restrictions in the clause above also apply to liability resulting from gross negligence, fraud, or intentional or inadvertent actions by developers or the Company, and that the application of the same clause shall not be restricted or excluded.

3. In some jurisdictions, restrictions and/or exclusion of collateral and/or incidental damage are not recognized. Therefore, some of the restrictions of this article may not apply to specific buyers.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

XIII. Exemptions

To the maximum extent possible by applicable law, buyers shall exempt developers, the Company, and affiliate companies of the Company from all liability, bills, requests, and/or damage (actual or consequential) resulting from disputes between buyers or execution or non-execution of a specific act by a third party, whether known or unknown (includes but is not limited to past allegations).

XIV. Governing law and court of jurisdiction

Irrespective the conflict of laws, such as the application of the laws of other jurisdictions (the jurisdiction notwithstanding), these Terms comply with the laws and regulations of Hong Kong and shall be interpreted and executed per the same. Disputes arising between parties concerning these Terms, their subject, or effectivity (including disputes concerning bills outside of these Terms) shall be resolved at the Judiciary of Hong Kong.

XV. Severability

Where any of the terms, articles, clauses, or provisions of these Terms are deemed illegal, invalid, or unenforceable, the corresponding term, article, clause, or provision is deemed severable from the Terms, with the remaining terms, articles, clauses, or provisions remaining in effect thereafter.

XVI. Miscellaneous provisions

1. These Terms constitute full agreement between the parties to the matter(s) described herein. All prior contracts, discussions, presentations, warranties, and/or terms are encompassed by this document. Unless explicitly stated in this agreement, no explicit or implicit warranties, terms, or contract are made between the parties.

2. The Company may make changes to these Terms where reasonably necessary for compliance with applicable laws and regulations. Where changes are made to these Terms, the Company shall publish the revised terms at the following URL: <https://www.timeinnovation.io>. Changes made to the Terms are effective immediately. The Company may transfer its rights or duties as stipulated in these Terms. Non-execution of any of the rights or terms of these Terms does not constitute a waiver or forfeiture of said rights or terms. Where a delay or nonperformance is the result of causes that exceed reasonable control, the Company does not bear liability for delay or nonperformance of duties per these Terms. The purchase of Tokens from the Company does not imply any form of partnership, merger, or creation of other relationship between the buyer and Company. Excluding where stipulated in these Terms, these Terms are intended for the sole interest of the buyer and Company and shall not be construed to grant third party beneficiary rights to any person or entity. Buyers consent to and acknowledge that all communications with buyers by the Company concerning but not limited to contracts, notices, and disclosure shall be made electronically.

3. TIME intends to create a payment infrastructure for real-world society, but we believe that, within the scope of the current plan, since arbitrary individuals are unable to freely buy and sell the product, it is not classed as a “cryptocurrency” as seen in the law of Japan and elsewhere, and given that no direct or indirect dividends are made against the purchase of Tokens, it does not violate the Payment Services Act, Financial Instruments and Exchange Act, and other laws and statutes. In the event of any conflict with law as the result of changes to the surrounding climate, immediate corrective action shall be taken.

6 Road Map

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member

2018

◇Time Innovation.Co.,Ltd Establishment

◇ICO start Phase 1 sale

◇Phase 2 sale

◇Cloud sales

◇Application test operation started

2019

◇Start Beacon lease service for events etc.

◇Start service test at resort destinations for foreigners in Vietnam

◇Expand Service to Singapore, Japan and Cambodia
Improvement of the TIME economic zone

Also, we will start testing service from the early stage of service and move to action as soon as possible until launch of service.

7 Time Innovation Overview

7-1. Company

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 **Company Profile**
 - 7-1 **Company Profile**
 - 7-2 **Member**

Company name	Time Innovation Pte. Ltd.
Establishment date	2018/7
Address	6 Eu Tong Sen Street, #11-20, The Central, Singapore
Officer	CEO:Yuki Sawada
WEB address	https://timeinnovation.io
Business contents	ChronoCoin production, application block chain development

Company name	Time Innovation Co.,Ltd.
Establishment date	2018/6
Address	# 5 5 , S t r e e t 4 5 6 , S a n g k a t T o u l T u m p u o n g 1,KhanCyamkarmorn,phnom penh.
Officer	Ryoichi Akaike
WEB address	https://timeinnovation.io
Business contents	Business related to ICO sales

7-2. Member



Yuki Sawada

2017 Awarded DeviceAppDevelopment AWARD from Microsoft with beacon technology

Time Innovation Pte. Ltd. CEO

Representative director of ObjectS Co., Ltd. which has a proven technological capability such as winning an award from Microsoft for Device App Development by providing services utilizing the Beacon technology. In addition, he has been engaged in the point system and wallet development for an airline company, and successfully played a crucial role in a wide range of fields including O2O solution development using Beacon and artificial intelligence. At the core of the Time Innovation technology, he has placed bGPS (indoor location system using Beacon), Blockchain technology and other products that the company owns, while he has been determined to start the business as the compilation of the Beacon solutions developed with full of his soul.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 **Member**



Toru Seta

Executive director of KEIZAIKAI Co.,Ltd.

Time Innovation Pte. Ltd.

The Chairman of Advisory Board

Joined the business community in 1974. In the business community, as the company's name suggests, in a company that quickly detects social economic trends and disseminates information globally, it has a reputation for its ability to read the trends of companies that have been cultivated over the years, and has served as an officer. Active as a managing director since 2013. Currently, as a special adviser, while watching future economic trends in Japan and overseas, he is committed to fostering the future. At TimeInnovation, we will participate as The Chairman of Advisory Board so that the solution of TimeInnovation and the future economy will work in tandem.



Yuji Kawahara

Next Level Founder

Time Innovation Pte. Ltd. COO

He founded Next Level Co., Ltd. in 2008. Under his mission of "Making the company provide indispensable human resources services in the world and be recognized around the world," he has grown the company with 20 branches nationwide, more than 10,000 staff members registering per month, about 20,000 job seekers working. Since Time innovation is expected to rapidly grow including management, his role is to swiftly arrange personnel to supplement it.



Yuto Tanaka

Former executive Self-Defense officer

Time Innovation Pte. Ltd. CTO

Yuto Tanaka has developed a large mining business in Southeast Asia including China. He has involved in management of multiple companies such as an artificial intelligence development company, a mobile development company and others. Under the motto of [Making the interesting world more interesting], he continues his activities. Currently he comes and goes between Japan and Vietnam, developing resort areas and acting as a goodwill ambassador of Japan Village in Nha Trang City. He supports Time Innovation from an expert viewpoint, utilizing his work records and experiences mainly in Southeast Asia.

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member



Thul Rithy

SmallWorld and EmeraldHUB Founder

Cofounder of SmallWorld Venture, is passionate about promoting small business startups. Since 2008 he has personally started, cofounded, and provided assistance with the startup of over 50 different small business ventures in Cambodia. He founded the international adventure tourism company, Toursanak Adventures, and established Corco Angel, a Cambodian based angel investors network. Since 2016, Rithy has led a blockchain and decentralized application research and development pro.



Samson (SAM) Lee

Ethereum South China Co-Founder

Samson, an experienced cryptographic currency investor, has over 20 years of investment experience. Proven proven commercializing various digital services and e-business throughout Asia, including the world's first 4G premium VOD service (China Mobile, the first mobile PC electronic wallet in 2003, the first verified VISA) I have a successful example. In 2002, I was in charge of SMS settlement service between VISA and the Bank of China. In TimInnovation, he is in charge of advising on his experience.



Jay Kim

Security Officer

Entrepreneur in Cryptocurrency and Blockchain Industry who founded successful Korean Crypto community sites (ICO Schedule, Coin Press & more). He incubates and advises ICOs (E.g. Clout.io, Cubeint.io etc.) and owns masternodes.

Previously he was head of enterprise mobility business development at Samsung and has held different IT & Telecom positions at Samsung, Motorola, Ericsson. He has deep understanding of Korean, US, European and Indian business cultures and is fluent in English & Korean languages. He received MS degree from University of Chicago.

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member



Masaaki Kitayama

Kitayama General Office Representative

Masaaki Kitayama is a representative director of Kitayama Sogo Office, Japan's largest registered land surveying office. In addition, to an corporate auditor for Barbibani Corporation, a major food and beverage industry, he serves as an executive officer, a corporate auditor, and an advisor of multiple listed companies. He is also a promotion adviser of the General Incorporated Association, "Temple and Shrine Tourism," and All Japan Funeral Directors Co-Operation, aiming for expansion of Time's economic zone to various fields.



Hisashi Otsuka

Former Daiwa Securities managing director

I am from Daiwa Securities Co. Ltd. Worked for 37 years at Daiwa Securities, the second largest in Japan. He was a managing director and a senior managing director of the group as an officer. As professional in corporate governance, we will utilize the experience of fighting at the forefront until last year, strengthening governance of Time innovation and internal guidance.



Takatane Kiuchi

Former member of the House of Representatives

After graduating from Keio University School of Economics and following the Bank of Tokyo Mitsubishi (Sales Headquarters, London Branch, etc.) · Deutsche Securities · UBS Securities · Merrill Lynch Japan Securities (Managing Investment Banking), the House of Representatives election Winning. During political activities he also served as the party director general, secretary general, deputy secretary general, foreign affairs committee director, and finance and finance committee director. He is well versed in the financial industry as well as the economic circle. He also serves as a political adviser to the Pachinko chain store association, and is responsible for advice making use of his experience in the financial industry and promotion of acquisition of member stores.

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 Member



Yasuyuki Ishida

Former Promise Co., Ltd. Representative Director

Representative director of Promise Co., Ltd., Senior Managing Director of Zissi, Representative Director of At-Loan, etc. From the feeling that "I want to cheer managers who are trying hard", they currently offer offers from several partially listed companies, etc. and serve as advisors and outside directors. At Time Innovation, we will utilize the financial knowledge that we have cultivated up to now, the mobility and behavioral capabilities across the organization, judgment, and information gathering capabilities to support structure construction on the point settlement side as the Time economy zone expands.



Hajime Kanasugi

Former Dwango Director

After developing the game etc., co-founded Tabriel Co., Ltd. and assumed office as a director. I am involved in the Internet / radio projects and others. Inaugurated as a director of Dwango AG Entertainment (now Dwango) Co., Ltd. Work on a content project cooperating with Nico Nico Douga. After that, founded Fucharabo Co., Ltd. with Takafumi Horie · Kenichiro Mogi etc. Perform various platform designs. Researcher, former Keio University SDM Research Institute. In his book "Money and State and Our Future" (co-authored by Takafumi Horie and Kenichiro Mogi), he proposed a currency revolution based on the virtual currency and a job revolution with a block chain. In Time Innovation, we design service design and platform concept based on expansion of Time economic zone.



Hachiro Toda

Fujita Tourism Group Former President and Representative Director

After graduating from Aoyama Gakuin University Law School, joined Fujita Kankou Corporation. Resorts Division We have accumulated achievements in sales promotion and will rise up to general manager of business promotion group headquarters, business headquarters general manager of Hakone Kowakuen. After that he took charge of the company's managing director. He worked as a representative of a group company from Heisei 23. Time Innovation is responsible for expanding the economic sphere in the tourism industry and hotel industry.

1 Introduction

2 Business summary

2-1 summary

2-2 Business model

2-3 System overview

2-4 Business scheme

2-5 Revenue model at ChronoPoint

2-6 Advantage when holding ChronoCoin

2-7 We are aiming of Time economies

3 Business background analysis

3-1 Value added to time

3-2 Economic effect on residence time

3-3 Market size of leisure industry

3-4 Market analysis

4 Technical overview

4-1 Concrete method

4-2 Beacon sensor

4-3 Application

4-4 O2O (Online to Offline)

4-5 About DMP

4-6 Server

5 Token sale outline

5-1 ChronoCoin

5-2 ChronoCoin Ownership Ratio

5-3 Usage Agreement

6 Road Map

7 Company Profile

7-1 Company Profile

7-2 **Member**



Iwaki Takayuki
Former National Taxation Bureau
Inspection Dept.

After graduating from Department of Law, Faculty of Law, Aichi University, he worked at Nagoya Central Tax Office and Criminal Investigation Department of National Tax Bureau in Nagoya. He has founded Iwaki Tax Accountant Office in 2016. Making good use of his experiences of investigating in the corporate tax, the consumption tax, the withholding income tax, and the indirect tax at the National Tax Bureau and Tax Office for 28 years, he is expected to develop human resources who can administer appropriate and transparent tax affairs in Time innovation.



Masaaki Uchida

After graduating from Waseda University, he worked at Sanwa Bank, Ltd. (current MUFG Bank Ltd.), Value Creation Co., Ltd., Syusyokuka Co. Ltd. He has carried out consulting business mainly on corporate matching. He also served as secretary general of the Japan Venture Conference as well as an adviser for Asian Leaders Association, which is operated by prominent members such as Chairman Sawada of HIS Co., Ltd. He has made good relationship with a wide variety of owners. At Time innovation, he is responsible for acquiring partner companies making full use of human network.



Fumio Yoshimura
Former Osaka prefectural police officer

Fumio Yoshimura joined the Osaka prefectural police and served as police inspector. He serves as a representative director of Defense Company and works for all aspects of crisis management for enterprises. He is also engaged in crisis management consulting business, and he has served as a special adviser for LINE-UP Co., Ltd. and ZENJANREN (Japan Mahjong Union Federations). He is also in charge of security works for Defense Company to strengthen the area of human security in accordance with the expansion of the Time's economic zone.

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 **Member**



Hidetoshi Nakano
International Lawyers

Hidetoshi Nakano graduated from School of Political Science and Economics, Waseda University. He opened up a system development and web service business during his university days. After graduation, it was resolved to study for the bar exam and passed the exam. Utilizing his experience as an IT company business owner, he acted as a representative lawyer at Grow-willl International Law Firm, specialized in legal issues of IT and Internet companies. Furthermore, He established MIRAI CHALLENGE Co., Ltd. to solve not only legal issues but also corporate issues such as fund procurement, recruitment, personnel system formation, advertisement PR, overseas advance support, and IPO.

Summary

- 1 Introduction
- 2 Business summary
 - 2-1 summary
 - 2-2 Business model
 - 2-3 System overview
 - 2-4 Business scheme
 - 2-5 Revenue model at ChronoPoint
 - 2-6 Advantage when holding ChronoCoin
 - 2-7 We are aiming of Time economies
- 3 Business background analysis
 - 3-1 Value added to time
 - 3-2 Economic effect on residence time
 - 3-3 Market size of leisure industry
 - 3-4 Market analysis
- 4 Technical overview
 - 4-1 Concrete method
 - 4-2 Beacon sensor
 - 4-3 Application
 - 4-4 O2O (Online to Offline)
 - 4-5 About DMP
 - 4-6 Server
- 5 Token sale outline
 - 5-1 ChronoCoin
 - 5-2 ChronoCoin Ownership Ratio
 - 5-3 Usage Agreement
- 6 Road Map
- 7 Company Profile
 - 7-1 Company Profile
 - 7-2 Member

As a concrete example of a transaction to be conducted through the TIME economic zone, we give users of affiliated stores points according to the length of their stay. The user provides time (= value) to the affiliated companies, and the affiliated companies acquire the benefits of customer acquisition and promotion during that time provided.

While the sharing economy is currently booming, a lot of time is being bought and sold at the personal level, and the appeal of this service is how it applies the mechanism of the sharing economy to existing business.

ChronoPoint is a service that adds value in the form of giving ChronoPoints for the time when the user was active, mainly for time spent in shops or dining. Once ChronoPoints have been accumulated, they can be exchanged for products or used in different stores.

First of all, we will establish a TIME economic zone together with specialists in various fields, mainly in Japan, and continue to push forward as an advocate of new value standards.



TIME INNOVATION

Revolutionize the concept of "TIME"